

ASSEMBLY BILL

No. 1208

Introduced by Assembly Member Frazier

February 27, 2015

An act to amend Section 7058 of the Business and Professions Code, relating to contractors.

LEGISLATIVE COUNSEL'S DIGEST

AB 1208, as introduced, Frazier. Specialty contractors.

Existing law, the Contractors' State License Law, provides for the licensure and regulation of contractors by the Contractors' State License Board within the Department of Consumer Affairs. That law provides for the classification of a specialty contractor and defines a "specialty contractor" as a contractor whose operations involve the performance of construction work requiring special skill and whose principal contracting business involves the use of specialized building trades or crafts, as provided.

This bill would make nonsubstantive changes to that definition.

Vote: majority. Appropriation: no. Fiscal committee: no.
State-mandated local program: no.

The people of the State of California do enact as follows:

- 1 SECTION 1. Section 7058 of the Business and Professions
- 2 Code is amended to read:
- 3 7058. ~~(a)~~—A specialty contractor is a contractor whose
- 4 operations involve the performance of construction work requiring
- 5 special skill and whose principal contracting business involves the

- 1 use of specialized building trades or crafts. *A speciality contractor*
2 *includes all of the following:*
- 3 ~~(b) A specialty contractor includes a~~
4 (a) A contractor whose operations include the business of
5 servicing or testing fire extinguishing systems.
6 ~~(e) A specialty contractor includes a~~
7 (b) A contractor whose operations are concerned with the
8 installation and laying of carpets, linoleum, and resilient floor
9 covering.
10 ~~(d) A specialty contractor includes a~~
11 (c) A contractor whose operations are concerned with preparing
12 or removing roadway construction zones, lane closures, flagging,
13 or traffic diversions on roadways, including, but not limited to,
14 public streets, highways, or any public conveyance.